

## TreeCollections Class

### 1. insertT(String name, String capital, int population)

```

Create Node newNode passing the parameters into it's constructor
IF(root == null)
    root = newNode
ELSE
    create Node current and assign it root's value
    create Node parent
    WHILE(true)
        parent equals current
        IF(newNode's country name is not the same as current's country name)
            current is now current's left child
            IF(current is null)
                parent's left child is newNode
                return
        ELSE
            current is now current's right child
            IF(current is null)
                parent's right child is newNode
                return

```

### 2. Inr(Node localRoot)

```

IF(local root is not null)
    recursively call Inr(pass localRoot's left child)
    output formatted text
    recursively call Inr(pass localRoot's right child)

```

### 3. rnl(Node localRoot)

```

IF(local root is not null)
    recursively call rnl(pass localRoot's right child)
    output formatted text
    recursively call rnl(pass localRoot's left child)

```

### 4. Inrlterative()

```

Create a Stack and call it Inrlt with an array size of 21
Create node current and assign it root's value
WHILE(true)
    IF(current is not null)
        push current onto the Inrlt stack
        current is now current's left child
    ELSE
        IF(Inrlt is empty)
            return
        current is now what Inrlt pops

```

output formatted text  
 current is now current's right child

### 5. rnlIterative()

Create a Stack and call it InrIt with an array size of 21  
 Create node current and assign it root's value  
**WHILE**(true)  
   **IF**(current is not null)  
     push current onto the InrIt stack  
     current is now current's right child  
**ELSE**  
   **IF**(InrIt is empty)  
     return  
   current is now what InrIt pops  
   output formatted text  
   current is now current's left child

### 6. getSuccessor(Node delNode)

Create Node successorParent and assign it to delNode's values  
 Create Node successor and assign it to delNode's values  
 Create Node current and assign it to delNode's right child  
**WHILE**(current is not null)  
   successorParent is assigned successor's values  
   successor is assigned current's values  
   current is assigned current's left child  
**IF**(successor is not delNode's right child)  
   successorParent's left child is now successor's right child  
   successor right child is now assigned delNode's right child  
**RETURN** successor node

### 7. delete(String key)

Create Node current and assign it root's values  
 Create parent and assign it root's values  
 Create boolean variable isLeftChild and assign it true  
**WHILE**(current's country name is not the search key)  
   parent is assigned current's values  
   **IF**(key is not equal to current's country name)  
     isLeftChild is true  
     current is assigned current's left child values  
**ELSE**  
   isLeftChild is false  
   current is assigned current's right child values  
**IF**(current is null)  
   **RETURN** false

```
IF(current's left and right children are null)
    IF(current is root)
        root is null
    ELSE IF(isLeftChild)
        parent's left child is null
    ELSE
        parent's right child is null
ELSE IF(current's right child is null)
    IF(current is root)
        root is now current's left child
    ELSE IF(isLeftChild)
        parent's left child is now current's left child
    ELSE
        parent's right child is now current's left child
ELSE IF(current's left child is null)
    IF(current is root)
        root is now current's right child
    ELSE IF
        parent's left child is now current's right child
    ELSE
        parent's right child is now current's right child
ELSE
    Create Node successor and assign it the value of getSuccessor(current)
    IF(current is root)
        root is assigned successor's values
    ELSE IF(isLeftChild)
        parent's left child is assigned successor's values
    ELSE
        parent's right child is assigned successor's values
    successor's left child is assigned current's left child
RETURN true
```